COMMAND • SUMMARY

ARCHON II: ADEPT — APPLE

TO START -- Make sure you have a joystick plugged in, then start the disk as you would any other. When the title screen appears, pressing any key will produce the game options menu. Use the joystick to move the on-screen hand.

Point at the options you want and select them by pressing the joystick button. For each side (Order and Chaos), you may select how the pieces will be controlled (joystick, keyboard or computer), how they will be handicapped, and who will start first. (See the inside of this card for additional notes about handicapping.)

When you are ready to play, point at " BEGIN THE GAME" and press the button (or Return, on the keyboard). For additional instructions, see the manual located inside the front cover of the package. (When you play against the computer, your Wraiths -- described on page 5 of the manual -- will be visible. Since the computer knows where they are, it seems only fair that you know as well.)

Note: To use a joystick to control both Chaos and Order, you must have an Apple II, II+ or IIe and an adapter which will accept two joysticks. The adapter must use PDL 2, PDL 3 and PB 1 inputs for the second joystick. If you choose one of the other two-player options, see Controlling Movement From the Keyboard on the inside of this card.

ELECTRONIC ARTS™

NOTES ON HANDICAPPING — Beginners get more magical energy while Advanced players get less. Further, the lower a player's rank compared to his or her opponent's, the slower the opponents' icons will move, the slower their missiles will travel, and the longer it takes them to reload for the next attack. For the maximum possible spread, let the weaker player choose the Beginner option while the stronger player chooses Advanced.

CONTROLLING MOVEMENT FROM THE KEYBOARD — Movement from the keyboard is controlled with a set of 9 keys. A 10th key is used to select a piece for movement on the strategy board and to fire in the combat arena.

The computer will present you with a pre-chosen key set (called the default set). To change to different keys, point at the word Keyboard with the on-screen hand and press the joystick button, then type in the keys you want. The cursor will automatically move to the next possibility after each one you type. Continue typing until you've entered something for all ten keys. Then use the keys as described in the next three paragraphs.

On the strategy board, use the 9 movement keys to move the selection frame in the direction suggested by each key's location. For example, if you are using the default set, press the U key to move the frame one square diagonally up and to the left, press the I key to move it straight up, etc. When the frame is over the piece you want to move, press the fire key (the F key in the default set) to select that piece. Then use the movement

keys to move the piece and press the fire key again when you are finished moving.

In the combat arena, pressing a movement key starts the icon moving in the direction of the key. To stop it, press the key in the center of the 9 key movement set (the K key in the default set). To change direction, press a different movement key. To fire, press the fire key and a movement key simultaneously. You will fire in the direction of the movement key.

When controlling a Siren, Firebird or Juggernaut from the keyboard, press the fire key once to start firing, then press it again to stop. Similarly, press it once to launch an Adept's steerable missile, then press it again to end the shot and resume movement.

ADDITIONAL KEYSTROKE CONTROLS

Press **Esc** to pause. Press **any other key** to restart.
Press **Control-R** to end a game and return to the game options menu.
Press the **space bar** at game end to start over with the same options.
Press **Control-S** to turn the sound off and on.

If you have Discwasher "Calling Four", press **Control-C** to tell the computer how you want to configure that device.

The Theme From Adept music, by T.V. Dunbar, was prepared for use in the program with Will Harvey's Music Construction Set.

LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. Defective media returned by the purchaser during that ninety day period will be replaced without charge, provided that the returned media have not been subject to misuse, damage or excessive wear.

Following the initial ninety day warranty period, defective media will be replaced for a replacement fee of $7.50.

Defective media should be returned to:

Electronic Arts
390 Swift Avenue
South San Francisco, CA 94080

Enclose it in protective packaging, accompanied by [1] proof of purchase, [2] a brief statement describing the defect, [3] a $7.50 check [if beyond the initial ninety day warranty period], and [4] your return address.

WHAT IS NOT COVERED BY THIS WARRANTY

This warranty does not apply to the software programs themselves. The programs are provided "as is".

This warranty is in lieu of all other warranties, whether oral or written, express or implied. Any implied warranties, including implied warranties of merchantability and fitness for a particular purpose, are limited in duration to ninety days from the date of purchase. Electronic Arts shall not be liable for incidental or consequential damages for breach of any express or implied warranty.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Electronic Arts, 2755 Campus Drive, San Mateo, CA 94403. Or call us at (415) 572-ARTS.

Unless identified otherwise, all programs and documentation are © 1985 Electronic Arts.

Printed in U.S.A.

107103